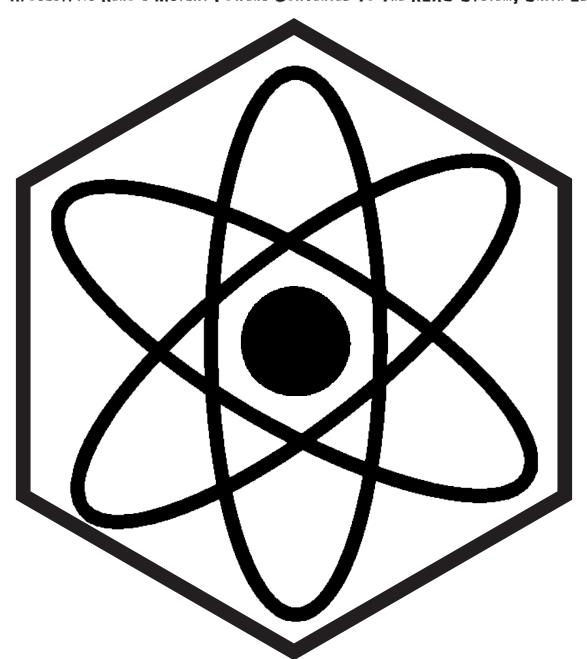
MUTANT MADNESS!

Post-Apocalyptic Hero's Mutant Powers Converted To The HERO System, Sixth Edition



A HERO PLUS SUPPLEMENT FOR THE



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MUTIES

hat's a post-apocalypse without a few mutants? Post-Apocalyptic Hero describes nearly a hundred sample mutant powers for Post-Apocalyptic campaigns. This Hero Plus Adventure converts them to the Sixth Edition rules.

The mutations are divided into seven categories: Offensive; Mental; Defensive; Movement; Sensory; Miscellaneous; and Disadvantageous. See below for suggestions about how characters can choose which mutations they have.

"Radiation has made me an enemy of civilization."

-- Strange Brew



HERO PLUS ADVENTURES

Mutant Madness is one of Hero Games's Hero Plus Adventures, a series of short, no-frills, inexpensive adventures in PDF format. Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though some of them (such as this one) are a gaming resource more than a specific adventure per se.

PRINTING

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